

The Mixumaxu Gazette

40

11 October 1975

A MIXUMAXU GAZETTE
QUANTITY PUBLICATION
66

The Mixumaxu Gazette is a triweekly magazine of postal Diplomacy* and whatnot** edited and everythinged by Robert Bryan Lipton, Box 1962, Lafayette College, Easton, Pa. 18042. Subs are... subs are...

Subs are something new. Impelled by the lack of entries into the new games and by the impending postal rise (the ~~post~~ gentleman at the P.O. told me it would come just in time for a Christmas present), I am setting up a new schedule.

Subscriptions are now 10¢/issue + postage. I'll keep the books. Please note you may, if you wish, get your issues by airmail or fourth class. I shall continue to mail them last class to everyone, except for oversized issues which will go 3rd class to subscribers.

Gamefees are now \$1. You must subscribe at the same time and continue to subscribe as long as you wish to receive the zine, or you will be ignominiously dropped. Also, at least a \$3 subscription must accompany your gamefee. The old rules will apply to the old games, but to the new game, please note that standbys must pay for their subscription.

Present subscriptions are being converted into blocks of money at the rate of 5 issues = \$1.10.

Traders and those with complimentary subscriptions will pay a gamefee of \$2.

This price-structure change was necessitated by the lack of entries into my new games. No one's filled up a game yet, for Chrissake. I fear it may increase dropouts by those who let their subscriptions lapse, but...

I am also tightening up the ranks by cutting trade with the following people. One issue every two months is not sufficient for trade purposes: John Carroll, Rod Walker

Back issues are still 5/\$1. Copies of THE PUBLISHER are still available for 75¢. See lastish for a list of available back issues, then add lastish to that, especially if you don't have it.

And I don't like your tie.

*DIPLOMACY is copyrighted by Games Research, Inc.

** WHATNOT has a trademark pending by Viking Systems.

Abyssinia,

Robert Bryan Lipton
Robert Bryan Lipton

BOYWHATALOADOFWORKTORETYPEALLTHOSEFILECARDSOHHYESIMUSTREMARKSOMEWHEREHATYOUDBEST

I would like to take this opportunity to deny a certain vicious rumor that is circulating. The rumor is that I am going to hand THE MIXUMAXU GAZETTE over to Ed Hollishwandler, who will set up a publishing combine with Bruce Schlickbernd who will put POICTESME in the combine. The rumor also states the combine will be called CE'AIIE EP-NGH FL'HUR G'HARNE FHTAGN. This whole rumor is false. I know because I made it up myself.

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This spacefiller has been inspected by Number 17.

THE TUNISIAN OPENING

Being a gamesmaster offers one many chances to gain insights into the minds of players. One of the things that astounded me recently was a player's confession of his real reason for playing Diplomacy. It was simple, yet revealing, and I want to share this bit of useful knowledge with you.

He said he played because he liked to win.

This information struck me with the force of a piledriver and set off many conjectures. This player played to win. Could it be other players also played to win? This is always the crucial portion of a piece of reasoning, to jump from the particular to the general. For many days I struggled with this important question. I analysed it to see if this desire to win was peculiar to this one player. I even asked other players. Slowly a pattern emerged. Some people do play Diplomacy to win.

As a noted man of good taste and ingenuity, I decided to write an article to help people win. This is one of them.

Let us suppose that you play Diplomacy to win and you are playing Italy in a particular game. Are these two statements mutually exclusive? No, for Italy has won games of Diplomacy. Some simple analysis shows all players who have won playing Italy have one thing in common: either they control eighteen supply centers, or the other players have agreed Italy would soon control eighteen supply centers. Could this be mere coincidence? I think not, for the 1971 Rulebook states in Section II that control of eighteen centers means victory for that player.

For the purpose of winning, we can make several statements about Italy. We will all agree, I am sure, that Italy has several advantages over, say, Albania in any attempt to win. Whereas Albania has no supply centers under its control at the beginning of a game, Italy has three. This means Italy need gain three less supply centers than Albania to be victorious. Italy also starts out with three more units than Albania, and since one can gain additional supply centers only by having one's units in those new centers following a fall move (Section XII.1 if you don't believe me), it becomes obvious to anyone with any tactical skill that Italy's chances are vastly superior to Albania. So great is this advantage that Albania has never won a game, overwhelmed from the beginning by Italy's advantage. This may seem unfair, but the only way to have any certainty of not playing Albania is to put it at the bottom of your preference list.

Moving back to the subject of Italy's winning, we should next ask the question "Are there any other factors which all or most victorious Italys have in common?" The answer is an unqualified yes. All victorious Italies control Venice, Rome and Naples at one point or another in a game. However this is not an assured way of winning. A check of over fifty games reveals the Italies control those three centers at some point in all those games, but only six Italies won in those games. While this is a helpful guide to the victory-seeking Italian player - make sure you control Venice, Rome and Naples at some point in the game - it would be preferable to find some other factor which has a higher correlation with an Italian victory. Is there one?

Yes. In 46 of 49 games to which I dedicated greater research, the Italian player controlled Tunis at some point. This correlation has increased from less than 12% for Italies who control Venice, Rome and Naples to better than 13% for the control of Tunis with victory. This is a significant increase.

I therefore submit the Italian player who seeks victory should try to take Tunis.

It is, however, very easy to say something should be done, but it is often very difficult to state how it can be done. Many hours spent over a gameboard have yielded an answer.

First, Italy should try to take Tunis in 1901. This may be greeted with guffaws of astonishment. "A unit," these doubting Thomases will gasp between chortles, "can move only to adjacent spaces. It says so in Section VII.1 of the rules. Italy starts out with units in Venice, Rome and Naples. None of these border on Tunis. What you say is impossible!"

The superficial tacticians, thoughtless creatures, do not think of a brilliant (no, I am not being vain. This statement is made from observation of other players' movements series of moves which can place Tunis in the grasp of the crafty Italian player.

To take Tunis in 1901, the Italian player should consider the unit in Naples. Section VI.3 of the rulebook states unequivocally it is a fleet.

Let us assume Italy makes the following move in Spring 1901:

Fleet Naples to Tyrrhemien Sea

A check of the gameboard will reveal the fact this fleet, previously not adjacent to Tunis, now is adjacent to it! I am sure any decent tactician with the skill of, say, Doug Beyerlein, can tell you this fleet can now move to Tunis, simply by writing the order:

Fleet Tyrrhemian Sea to Tunis,

which move may be made in the Fall move.

Italy, having made these moves, will find he now controls Tunis, assuming no other country also moves to Tunis at that time, and of the 49 investigated games, not one country has ever successfully opposed this move! (a check of the possible moves, or a significant portion of them, makes it statistically unlikely such opposition is possible.) By the previously-cited section VII.1 of the rulebook, Italy now controls Tunis. The chances of an Italian victory have now been increased by more than 1%!

Careful study of the literature of Diplomacy has failed to turn up any article which names this strong- nay, powerful- opening. I trust my readers will therefore not take it amiss if, in return for imparting this tactical information to them, I assume the privilege of naming this gambit.

To name an opening, one should choose a name which is concise and descriptive. I therefore urge that in the future, this shall be known as The Tunisian Opening. Not "Robert Bryan Lipton's Tunisian Opening"; I am, as my friends know, a modest person, and seek not the laurels for doing good to all who seek the goal of guiding Italy to victory. The satisfaction of a good deed is enough for me.

couldn't be helped.

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I'm Robert Bryan Lipton, one of the hobby's foremost spacefiller authors. If you want a career in this fascinating field, simply fill in the space to the left and mail it to The Famous Spacefiller Writers School, where our highly trained staff will analyse it to see if you have the talent necessary for success in this fast-growing field and its allied artforms.

Our staff of well-known writers includes Mick Bullock, who perfected the cricket spacefiller. Raymond E. Heuer, who carried the use of the communicating linear separator to its height; and Stephen Thor, whose GEBNA was the first American zine to be composed entirely of spacefillers.

As a student of the FSWS, you will receive Gilbert Neiger's volume "How to fill any space up to eighteen pages with "Dud"". Even if you decide not to join the course, keep this collector's item as our gift.

If you join the course, you will receive instruction on "How to Construct a spacefiller that denies its own existence"; "Can You make pictorial linear separators with your typewriter?" "903 words to use to Stretch a spacefiller"; "Creative Types for Linear Separators"; "Pyramiding: What to do when one spacefiller won't reach the bottom of the page"; "Cocernities in Spacefillers".

There is a growing need for spacefiller writers in today's hobby. Literally thousands of lines each year are left blank because the editors cannot think of anything to put in them.

I cannot urge you enough to join the course now, as it may be withdrawn at any moment.

THE TADEK JARSKI MEMORIAL DEPARTMENT

from TOM KISSNER: Recently a group of American scientists published a report comparing the habits and customs of various nationalities with those of pigs.

In one test three men, one English, one French and one Polish were put in a pigsty to test both their compatibility and their endurance.

Their observations were as follows:

After one hour the Frenchman came out, as did most of the contents of his stomach.

After 25 hours the Englishmen came out and had to be rushed to the intensive-care ward of the hospital.

Finally, after three months, two days, fourteen hours and eight minutes the pigs came out.

from PAUL THOMAS: An Irishman was held on a charge of rape, and was required to take part in an identity parade (English for "line-up"). As the unfortunate young lady walked down the line trying to identify her violator, the Irishman leapt out of his place and shouted "Yassir, that's she! Dat's de one!"

HOWDIDTHATENDSOQUICKLYITMUSTBETHATTHE RIBBONISADVANCINGANDIHADTOSTOPTOFIXITANDFORGOTTHAT

DEAR RE

JOHN LEEDER (208 Haysboro Crescent SW, Calgary, Alta. CANADA T2V 3G3; 9/17/75):... I'm getting a great deal out of your ABCSF section. I'm in the position of trying to catch up on about ten years' worth of reading in the science fiction field; I was an addict in the fifties, but only occasionally, and never read sf from about 1962 on. Your series is helping me hit the high spots of all the stuff I missed. Thanks.

Also, a comment on David Hertz' and your mention of Canadian French in #37, p.7. Canadian French was not, in fact "frozen" in the early seventeenth century. It had its start in prerevolutionary present French (mainly Gascon and Norman) and its earliest drift away from the language of France came about from contacts with native languages, mainly Algonquin and Huron.. But the big splitoff didn't come until the British conquest in 1769, followed by the French Revolution. After this, Canadian French had almost no contact with the European language. Even this was not a "freeze"—rather, it developed in its own direction, influenced mainly by English. The fact there are now at least five recognizable dialects shows the language hasn't stood still but has gone its own way.

It's a recognizable linguistic fact that no language in daily use "freezes", but changes creep in irresistably. The number of changes follows a predictable pattern over a given length of time. Only ceremonial languages like Hebrew and Latin get frozen.

((First, thanks for the kind words about ABCSF. I want to warn people that, despite what Duncan Smith says, I do not have the world's greatest taste in sf. Even if I did, yours would be different. I enjoy books that someone else will hate. Use these analyses carefully. Read a few books, and try to see how your taste and mine differ. The reviews will be helpful then.

((On the second point, I should not have used "Frozen". John is right, no language freezes when it is used. (Even in the 17th Century, new words were being added to Latin).

((However, while colonial languages don't freeze, their pronunciation becomes conservative. The well-known Irish brogue was excellent pronunciation in the 16th and early seventeenth century when the Protestants settled in Ulster. George III and George Washington pronounced their words alike, but George Washington's words sounded as General American pronunciation. A six-week course in French at St. Lawrence in 1971 revealed similar archaisms in Quebecois... at least the one the professor was speaking of. The one I remember is that the "ui" diphthong shifted to "oi" after the seventeenth century in France, but not in North America.

((This might be related to the fact that the people who go in for colonization are generally too busy trying to stay alive to play words with games, while the Samuel Johnsons of the world stay in the big cities and look home.

HERBERT GOLDMAN((200 Old Army Road, Maradale, N.Y. 10563; 9/23/75))... You said I mentioned nothing about game openings ((in MORAVIAN GAZETTE, plugged lastish))-- Several people who have signed up for games would disagree. Anyhoo, they are free... I ripped off your mailing list ((that's what it's for)).
Some corrections to your "WHERE DID YOU EVER GET A NAME LIKE " THE MIXUMAXU GAZETTE?"

1) CAIR PARAVEL is from C.S. Lewis' CHRONICLES OF NARNIA series.

2: CARN DUM does indeed have a circumflex over the 'u'. ((Not on this typewriter, which doesn't have any accent marks.))

How do you get such fantastic reproduction on the THE MIXUMAXU GAZETTE logo on the first page? ((Back when doing the anniversary issue this summer, I got Ralph Morton's marvellous cover. In a few hours I decided not to run it on electrostencil, but to have it done offset. Two hours later, I gave up on trying to do the logo to match the illo. So I carted the whole thing down to Sir Speedy at 31 West 47th Street in New York, and explained that I wanted the logo in old English. Three days later they had me come around to check the mock-up. A few days later, they gave me the 160 copies of the cover on 45 lb. cardboard stock. Price, about \$23, but worth it.

((A few weeks later, having finished the anniversary issue, I decided the logo was much nicer than anything I could do, so I went back to Sir Speedy, had them block out the illustration, and print me 2000 copies of just the logo on the blue paper. When I run low, I'll probably have the printing office at college run off another 2000 copies. It'll certainly be cheaper than the \$25. Sir Speedy charged me.

JOHN HENDRY((101 Thatcher Hall, UMass, Amherst, Mass. 01002; not dated, postmarked 9/24/75)): Could you tell me about D&D? ((Yes, but if I told any more than I have, Brian Blume will be writing me nasty letters about copyright infringement. If you're interested, the only D&D gamesmaster I know of in Massachusetts is John Brennick, 192 Curtis Ave., Stoughton, Mass. 02072. Or you might write Gary Gyga c/o TSR, POB 756, Lake Geneva, Mass. 53147 to see if he knows of any gamesmasters near Amherst (I imagine TSR encourages D&D gamesmasters, as it helps to sell the product.) If you want to buy a copy of D&D, the cheapest place to cheap would probably be Herb Harents, R.R.2, 1142 & 96th Avenue, Zeeland, Mich. 49464. Finally, if you want more information, Ray Hauer is adding D&D material to his variant zine, CARN DUM. Subs are 8/\$2 and his address is 102-42 Jamaica Avenue, Richmond Hill, N.Y. 11418.

((By the way, John Brennick charges no fee, although he may run of a small zine to keep track of various expeditions.))

THERE IS A STORY GOING AROUND THAT LINEAR SEPARATORS ARE BAD FOR YOUR TISSUES OR A SPENTAL HEALTH

It seems that as time goes by D&D is taking up more space everywhere. There are two zines devoted specifically to it (ALARUMS & EXCURSIONS and KRANOR-RIL), another planned (Costikyan's FIRE THE ARQUEBUSIERS!), in addition to the fact Ray Hauer's shifting his variant zine to a variant and D&D zine. Besides John Brennick's postal campaign (which has already started), Charles Gaydos, 1016 Center Street, Pittsburgh, Pa. 15221 has been running postal D&D for some time. My dungeon is being keyed for the eighth level now, and as soon as I can get a couple of hex sheets I'll start on my wilderness (hint). Testing it out will have to wait a few weeks until we go on a five day vacation here (one of the worst parts of college has been the time from the beginning of September until Thanksgiving, where its work every day without let-up. This year there is a long weekend in the middle of October.) and I can get back to New York. I have the feeling I'm being a little too liberal in stocking my dungeon with magical items (but then most of them turn out wrong. You should see all the screams of enraged enemies and loadstones that turn up).

By the way, John Brennick has, by acclamation of the players in his campaign, adopted the chart I had last issue indicating how many times a spell could be used each day. That, however, was for magic-users. On the next page should be one for clerics.

MORE D&D CHARTS

Having given my opinion on magic-users' spells last issue with, apparently, some people listening, the sense of importance this inspired has gone to my head. Below is another chart. It describes how many times a particular spell may be used each day by clerics. As with the suggestion last issue, I suggest any particular spell may be cast only once every 10(spell level) minutes. I also applaud John Brennick's idea of making the casting of a spell take a minimum time. I know that in face-to-face play, when I cast a spell I always sing a suitable song... a lullaby for a sleep spell, "You Can't Help Falling in Love With Me" for a charm person spell, "Things Are Seldom What they Seem" for a phantasmal force or illusion-type spell, and the first verse of "Barnacle Bill" for a knock spell.

SPELL LEVEL:	0*	1	2	3	4	5	6	7
CLERIC LEVEL								
1	4	0	0	0	0	0	0	0
2	0	2	0	0	0	0	0	0
3	0	3	0	0	0	0	0	0
4	0	3	2	0	0	0	0	0
5	0	3	2	0	0	0	0	0
6	0	4	2	1	1	0	0	0
7	0	4	3	2	1	1	0	0
8	0	4	3	2	2	1	0	0
9	0	4	3	2	2	1	0	0
10	0	4	3	3	2	1	0	0
11	0	5	3	3	2	1	0	0
12	0	5	4	3	2	1	1	0
13	0	5	4	3	2	2	1	0
14	0	5	4	3	2	2	1	0
15	0	5	4	3	3	2	1	0
16	0	5	4	3	3	2	2	0
17 and up	0	5	4	3	3	2	2	1

* In New York, a first-level cleric is given a special spell, "Cure Light Wounds Immediately after combat" so he won't be totally useless.

I'll roll for smoky dragons for each page of this issue now. 68/25; 27/79; 100/99 (Rats! Missed it by one point!); 77/13; 86/52; 85/22; 46/1; 76/79; 40/1 29/88; 52/54; 37/53.

There are no smoky dragons in this issue. However, I'll check at the end of the issue to see if you get one.

THIS IS A SHORT LINEAR SEPARATOR AS YOU CAN TELL FROM

I got this spacefiller at an odd-sized sale.

There are other MIXUMAXU GAZETTE QUANTITY PUBLICATIONS for sale.

back issues of THE MIXUMAXU GAZETTE: ## 3-7, 9-12, 14, 18-29, 22-26, 28-35, 37-39. These are 25¢@ or 5/ \$1.

VAUDEVILLE LINES: ##1-6, 8-10. These are 20¢@ or all nine for \$1.

IRVING ## 3-5. These are 20¢@ or all three for 40¢.

In addition, there are copies of NOVARIA #1 (20¢), DAS EDELWEISS SUN-JOURNAL-POST (20¢), and THE PUBLISHER, a play about Diplomacy based on Gilbert & Sullivan's THE MIKADO (75¢). A copy of everything I have in stock can be bought for \$5. Hurry, though, as some items are in very limited quantities.

AN IT'S NICE TO HAVE A LINEAR SEPARATOR THAT'S STANDARD SIZE AFTER THAT LAST SHORT ONE AS IT GIVES ME SPACE TO

It's a strange two days I've been having. Yesterday I headed over to the office of the college newspaper (with an original name: THE LAFAYETTE), and joined the staff. Today I'm heading down into town and joining an "internship" program the college has set up with the local paper to help train its students in journalism.

The fact is I'm not cut out for teaching geniuses like me, and I've got to consider getting a job. A permanent one, that is.

First we'll backtrack a bit to cover an author just recently added to my book collection:

CHRISTOPHER ANVIL is the pen name of Harry C. Crosby Jr. I believe he is an Englishman. He first made his appearance in the 1950s in ASTOUNDING, where he established himself as a humorous writer in the style that peaked when Eric Frank Russell won the first short story Hugo for "Alamogosa" ("Our effog has disintergrated!") I believe his most popular novelet, "Pandora's Planet" was expanded and published by Gnome in the latter half of the decade.

In any case, DAW has recently issued PANDORA'S PLANET and WARLORD'S WORLD. I've not yet read the latter, but the former strikes me as poorly written, despite the impression of the original novelet I received half a decade ago. The book begins as humorous, but the whole thing is insufficiently based on actions in the story. The middle half turns serious, with some bad contradictions of the first. The last few pages are philosophic and well-written, but ruined by what has gone before. Still, if I were sixteen again...

And now back to our usual order:

PHILLIP K. DICK: Dick is the most competent of the kitchen-sink plotters ((See my earlier discourse on John Boyd)) and his stories are tightly written, which may tend to be confusing. His best work is undoubtedly THE MAN IN THE HIGH CASTLE which I reviewed in GRAUSTARK a couple of years ago, which is a wheel-of-if book about a world in which FDR died of polio and the Axis won World War Two. Also excellent are DO ANDROIDS DR EAM OF ELECTRIC SHEEP, UBIK and EYE IN THE SKY, which are all indescribable. A very strange, blackly satiric writer.

GORDON DICKSON is amazing. His main occupation seems to be drinking, which he pursues with great vigor without ever seeming to get drunk. Ben Bova has written a song to be sung to "Clementine" about Gordy:

Gordy Dickson, Gordy Dickson,
Gordy Dickson is the one.
Science fiction is his hobby,
But his real job's having fun

is the first verse It concerns Gordy's drinking Ben under the table.

In writing, Gordon is always interesting, occasionally brilliant. About half of his work is concentrated in his DORSAL series, which ranges from the fourteenth to the thirtieth century. Its cornerstone is DORSAL, only generally available as the horrendously retitled GENETIC GENERAL. The future aspects of his series concerned an interstellar civilization in which the various planets are specialized. The planet of Dorsal specializes in mercenary soldiers.

Pick up anything by Gordy. It will be good, if not better.

Considering the next person on the list is Lord Dunsany, whose full name takes up a line, we'll wait until nextish.

SOCIALDRINKERSOCIALDRINKERSOCIALDRINKERWASMYGAMETILINETUPWITHOLDGORDYANDIVENEVERBEENTH

Just received a new Asimov collection, BUY JUPITER. It appears to be an expansion of his HAVE YOU SEEN THESE (which were inferior Asimov) with a few more to pad out. The only story I really approve of is "In a Good Cause". Unless you're a completist, don't bother.

NECOULDN'TSITSTRAIGHTCOULDN'TSEESTRAIGHTCOULDN'TTHINKSTRAIGHTNOTATALLBUTOLDGORDYKEPTON

This space is for rest.

Much to my shame, I neglected to print the deadline last issue. Fortunately, most of you know what you are about, and realized the deadline was 20 days after the last publication date. The others got frightened and sent in their moves early. Except for the usual NMRs, of course. Anyways, the next deadline is 31 October 1975, Halloween, and publication is on the Christian All-Saints Day. I'll see if, while I'm in New York next week, I can talk Stu Shiffman into doing me a suitable cover. *at noon.*

1974 GE

THE CRISIS

Winter 1906- SPRING 1907

AUSTRIA(Charles Schandl):

Removes A Rome
A Tri S FRENCH A Ven-Tyr
A Vie-Gal
A Bid-Gal
A Alb-Ser

FRANCE(Peter Berggren)

Builds A Mar
A Edi H
F Yor S A Edi
F Eng S A Pic-Bel
A Pic-Bel
F Mid-NAT
A Ruh S GERMAN A Bur-Mun
A Mar-Pie
A Ven-Tyr
F Tyr-Ion
F Tun S F Tyr-Ion

ITALY(Raymond E. Hauer)

Remove A Apu, F Ion
F Nap-Rom

RUSSIA(David Hertz)

Builds A War, A Sev, A Mos
A War-Gal
A Sev-Rum
A Mos-Ukr
A Tyr-Tri(snnihilated)
A Gal-Boh
A Ser S A Tyr-Tri
A Bil-Gre
F Gre-Aeg
F Sny-Das
A Kie-Mun
A Ber & A Sil S A Kie-Mun
F Bal-Kie
A Den-Edi
F Nth C A Den-Edi
F Nrg S A Den-Edi
F Nwy S F Nth

GERMANY(Ronald M. Kelly)

A Bur-Mun
A Hol-Kie

It looks like the Canadian Postal Service is going on strike again. If it does so to an extent Charles Schandl can't get his moves in for next issue, will Ed Hollshwandner Bx 1901, Lafayette College, Easton, Pa. 18042 please take over temporarily? Ed will take over Austria only if there is a strike that makes it impossible for Charles to get his moves in. In other words, if Harry Drews doesn't miss, only Charles' moves will be acceptable.

PARIS: If you let David Hertz win, I'll whine all over you.

WOODMERE(IDUNNO): You've been doing that throughout the game anyway.

NGJOKINGLAUGHINGHADABALLWOKEUPQUEASYWOKEUPWOZYWOKEUPNAUSEOUSWOKEUPUPSICKBUTITDINTHURT

1973 Cf (Anonymity)

DELAYED, DAMN IT!

LIMBO

One set of moves came in on schedule. Spring 1910 moves are set back to the next deadline.

OLDGORDYWHOWASSLEEPINGLIKEABRICKHOWHEDOESITISAMYST'RYALWAYSJOKINGALWAYSBRIGHTALWAYSBRINK

1974 GD

ONE OF HIS TITLES IS "KING OF FRANCE"

Spring 1908

ENGLAND(Ferkin Doyle)

F Eng C A Ion-Pic
E Bot-Bal
F Bal-Kie
F Mid-Ser(ac)

A Ion-Pic
A St.P-Mos
A Idv S A St.P-Mos
A Pru-War
A Bar-Sil

FRANCE (David Lagerson): NMR

A Ruh, A Bur, A Bol, F Tyr, F Ten all H

ITALY (Dennis Klein): NMR

F Adr H

RUSSIA (Allan Carlson)

A Mos S A War

A War S AUSTRIAN A Boh-Sil

AUSTRIA (Paul Thomas)

F Nap-Ebm

F Ion-Nap

F Alb-Ion

(continued in next column)

A Pie-Mar

A Ven S F Nap-Rom

A Tri-Ser

A Min S A Gal-Sil

A Tyr & A Boh S A Min

A Gal-Sil

A Sav S RUSSIAN A Mos

A Bud-Rom

A Sky-Con

A Vie-Bud

Because Italy doesn't seem likely to survive the year in any case, I'll not call for a standby. Will Ed Hollshwandner, Box 1901, Lafayette College, Easton, Pa. 18042 please standby for France? I've lost your phone number, David.

INGALWAYSCHIPPERWHENTHEHELLDOESGORDYWRITETHENYOUSIMPLYREPEATTHEFIRSTVERSEANDTHESONGIS

1974 LJ

THE BALTIC IS RUSSIAN LAKE. DA?

Spring 1905

AUSTRIA (Jeffrey Topper)

A Tyr-Pie

ENGLAND (Thomas):

F Lon S RUSSIAN F Ska-Nth

F Hol S RUSSIAN F Ska-Den

FRANCE (Doyle)

F Nat-Nrg

F Liv-Wal

F Eng-Nth

F Mid-Eng

A Bel-Hol

A Ruh-Kie

A Min S A Ruh-Kie

GERMANY (Dennis Klein): NMR

A Kie H

F Nth H (dislodged. Retreats-Yor, Ska, Hal, annihilated)

ITALY (John Hendry)

A Ven-Tri

A Alb S A Ven-Tri

F Ion H

F Nap S F Ion

RUSSIA (Diller)

A Den S GERMAN A Kie

F Ska-Nth

F Nwy-Nrg

F St.P(nc)-Bar

A Sil S A Pru-Ber

A Bud-Tri

F Rom H

A Pru-Ber

A Vie-Tyr

A War-Gal

TURKEY (Mike Friedman) NMR

A Con, A Ser, A Bul, F Gre, F Aeg, F Rom all hold.

A standby will not be called on for Germany, but will Eric Verheiden please submit standby moves for Turkey. His address is CALTECH 1-86, Pasadena, Ca. 91126.

1975 LJ should appear on the last page, since it is handled separately by Ed Hollshwandner.

COMEWALKUPANDPURCHASEWITHAVIDITYOVERCOMEYOURDIFFIDENCEANDNATURALTIMIDITYTICKETS?

It's time once again to urge people to join the standby list. After all, I can't have Eric Verheiden and Ron Kelly playing against Ed Hollshwandner every game, can I? What do you mean I can. It doesn't look very good.

About a year ago, I finished my musical, THE PUBLISHER. A second one, JONATHAN B. was cancelled because of outcry from the non-New Yorkers. What the Hell, I'll go back to making fun of New Yorkers with

THE CONSPIRATORS
or
THE SECRET MASTER OF NEW YORK

ACT ONE

Scene: 72nd Street, in front of the House of Games, or whatever it's being called this week.

Perdita, Carol, Penelope and other Diplomacy groupies are discovered, each sharpening a knife.

CHORUS OF GROUPIES

List and learn, you cute etiletti,
White, green, black, blue, yellow, red,
Of our problem great and petty,
Ere the players here have fled:
By a law of fandom's making,
Accents of our hearts, all aching,
Of our patience, near breaking,
Better should be left unsaid.
Though we love with love exceeding,
They both seem to be unheeding.
Go to them and start them bleeding,
White, green, black, blue, yellow, red.

PERDITA

Two there ere, for whom in duty,
Every girl in New York sighs--
Two, so bright and with such beauty,
Every girl in New York dies--
We have hearts for them in plenty.
They have hearts for all too few.
We, alas, are one-and-twenty!
They alas, are only two.
We, alas!

CHORUS

Alas!

PERDITA

Are one and twenty,
They, alas!

CHORUS

Alas!

PERDITA

Are only two.

CHORUS

They, alas, are only two, alas!
Now you know, you stiletti,
White, green, black, blue, yellow, red,
Of our problem great petty,
Ere the players here have fled.

((For whom are all these girls sighing their hearts out? Who in New York is that wonderful. You'll find out next issue.))

NOFORAQUICKLINEARSEPARATORWHILEITRYTOTHINKOFSCMETHINGTOSAYONTHEXNXTLINEAHAIHAVEITNOW

Please ignore the above linear separator.

1975 AY

FALL 1903

FRANCE(KISSNER)

F Eng retreats-Wal

F AL-Liv -disslodged(ret. Yor or annih)

F Bre-Eng

F Mid-Spa(s.c.)

A Bel H

A Bur-Mar

A Gas S A Bur-Mar

ENGLAND(Kelly)

F Nwy-Nwg

F Liv-Wal

A Lon S F Liv-Wal

F Iri S F Liv-Wal

F Eng-Nth

ITALY(Brennick)

NMR-all units hold

A Gal disslodged(retreats Vie,Sil, or
annihilated)

GERMANY(Rubins)

A Edi S FRENCH F Wal-Liv

F Nth-Nwy

F Ska S F Nth-Nwy

F Hel-Den

A Boh-Mun

RUSSIA(Verheiden)

A War-Gal

A Mos-Sev

F Bot-St. P(s.c.)

A Ukr S A War-Gal

TURKEY(Hertz)

A Rum-GalA Bul-Rum

A Ser S A Bul-Rum

A Sev-MosA Arm-Sev

F Bla S A Arm-Sev

A Con-Bul

COUNTRY	GAINS	LOSES	RETAINS	OWNS	BUILDS/ REMOVES
ENGLAND		St.P,Nwy,Edi	Liv,Lon	2	Remove 3
FRANCE			Bel,Por,Spa,Bre,Mar,Par	6	0
GERMANY	Nwy,Edi		Den,Hol,Ber,Kie,Mun	7	Build 2
ITALY			Tri,Vie,Nap,Rom,Ven,Bud,Tun	7	0
RUSSIA	St.P	Rum	Mos,War,Swe	4	0
Turkey	Rum		Sev,Ser,Bul,Gre,Ank,Con,Smy	8	Build 1

Will Paul Novak, Wiley Hall Box 1034, West Lafayette, IND. please standby for Italy.

Winter builds/removals are due Oct. 31.

Gamesmaster is Ed Hollshwandner, Box 1901, Lafayette Col

-2042:

THE MIXUMAXU GAZETTE

c/o Robert Bryan Lipton

Box 1962, Lafayette College

Easton, Pa. 18042

Neither rain nor sleet nor snow nor
gloom of night will stop this from gett-
ing to
although a strike might.

3rd CLASS

PRINTED MATTER



Doug Beyerlein
~~240 Hawthorne~~
240 Hawthorne Apt. F
Palo Alto, Ca. 94301

__ You are needed as a standby in game**** __. Please see page __

If the number in the following space is less than or equal to 0, you must re-
subscribe. *twice*

Your smoky dragon number is 43/54. If it is 100/100, a smoky dragon appears.

FIRST CLASS MAIL